VISIT…

FALLEN ANGEL

A Short Adventure for Four 5th-Level Player Characters

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Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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Fallen Angel is a short D&D adventure for four 5th-level player characters (PCs). Consult the Scaling the Adventure sidebar for ways to modify the scenario for higher or lower levels of play.

This scenario can be incorporated into any style of campaign. It is set in Elton, an isolated hamlet that can easily be placed in a remote, hilly area of any campaign world.

PREPARATION

You (the DM) need the D&D core rulebooks, including the *Player's Handbook*, the DUNGEON MASTER'S *Guide*, and the *Monster Manual*. This adventure also uses creatures from *Savage Species*, but all information from that book needed to run the adventure has been provided here.

You can place this adventure in any section of your campaign world that features a hilly area in which an isolated village might exist. Adapt the material given here as you see fit to make it work with your campaign.

To get started, print out this module (including the map). Familiarize yourself with the statistics for the insectile ogre and for the immature ogre mage and trumpet archon.

ADVENTURE BACKGROUND

Several weeks ago, a strange planar anomaly occurred, resulting in a rift that breached the very structure of the multiverse for a short time. This tear in the fabric of reality had numerous effects, one of which was the creation of a short-term connection between the Seven Mounting Heavens of Celestia and the Material Plane.

On the night this anomaly occurred, a bright light appeared in the night sky above the small hamlet of Elton. The brilliant celestial event awakened the residents of the village, who emerged from their dwellings to marvel at the new "star" in the sky—a star whose light seemed to bring feelings of peace and well-being to all who gazed upon it. Upon reaching the village common, the villagers found a young man, barely more than a boy, lying naked and shivering on the ground. Though he resembled an elf, there was an almost unearthly beauty about him. They asked him who he was, but his reply came in a musical tongue they had never heard before.

This stranger was in fact an immature trumpet archon, barely an infant by the standards of his kind. The planar anomaly had ripped him from his home in

the Seven Mounting Heavens of Celestia and transported him here. Afraid and confused, the young celestial knew neither where he was nor why he had been transported here. Who were these people dressed in such simple garb? Was this event a sign that he had erred in some way? Was he being denied the heavens because of some flaw in his nature? Or might this situation be some sort of test of his purity?

The people of Elton knew nothing of the stranger's extraplanar nature, but they did understand that he was weak, cold, and in need of help. So they found clothes for him and provided him with food and shelter. Calling him "the gift of the star," they accepted him into their community.

Over the course of several weeks, the young man began to learn the language of his benefactors. Deciding that the celestial powers had placed him here for some reason, he accepted Elton as his new home and did his best to fit in. He told his benefactors only that his name was Arithel, deciding that it was best not to reveal his true origins.

The young man's presence proved a balm to the community, and the residents of Elton began to remark on how happy they felt. Old quarrels with neighbors were forgotten when Arithel interjected a few calming words, and the villagers found peace and contentment in one another's company.

Meanwhile, sinister plans were afoot in the nearby hills. Some years ago, Brath the Greater, the leader of an ogre tribe in the nearby hills, began to perform breeding experiments tainted with dark magic upon his charges. The result was an unholy fusion of insect and ogre. Pleased with his success, Brath continued the experiment, hoping to build an army of these insectile ogres with which he could conquer the surrounding territory. The new ogres were highly industrious and worked diligently to alter their cavern home in the hills near Elton to their leader's specifications.

On the night of the planar anomaly, Brath the Greater vanished from his home, sucked through a rift that appeared in the cavern wall. His son, Brath the Lesser, caught a brief glimpse of the realm into which his father had been pulled. Always a studious youngster, he had read much about other planes and decided that the realm his father now occupied must be one of these. Unable to rescue his father (and disinclined to do so anyway, since he dearly wanted to assume leadership of the tribe), he decided to investigate the anomaly further and see whether any of its effects could be turned to his advantage. Creeping forth from the caves, he saw the "star" and decided to find out what had occurred just beneath it. He followed the light to Elton and took up a hidden position where he could see what transpired. He witnessed the boy's adoption by the villagers and heard his first words. Having heard the Celestial tongue before, when his father had angered a celestial, he recognized the language and decided that the boy must be a celestial—albeit a puny one—that had been torn from its home in the same manner that his father had.

Realizing that a young celestial lay practically within his grasp, Brath hurried back to the caverns to make plans. His father's magical tomes revealed that the tears and blood of an angel could be used to create powerful weapons of evil (see *Book of Vile Darkness*, page 117). With such weapons at their disposal, he and his tribe of insectile ogres might be a match for the humanoids of the area. He could reap the fruit of his father's lifetime of labor and rule all the lands nearby himself! Thus, he became determined to kidnap the young celestial, extract as much useful material from him as possible, and then sacrifice him to a dark power. Such a sacrifice, he hoped, would grant him power and prestige far beyond that normally attainable by an ogre mage of his tender years.

ADVENTURE SYNOPSIS

Yesterday, Brath the Lesser led his insectile ogres in an attack on the village of Elton. The town was plundered, but only one resident was carried off—Arithel. The surviving townsfolk are desperate, and they appeal to the PCs for aid. Surprisingly, however, they are more concerned about ensuring Arithel's safe return than they are about getting their own possessions back.

The PCs must find and penetrate the lair of the insectile ogres, fight their way past the guards in the caverns, and finally defeat Brath the Lesser himself before they can rescue the young celestial.

ADVENTURE HOOKS

As DM, you know best how to involve your players and their characters in an adventure. You can use the following adventure hooks to spur your imagination, modifying them as necessary to make them appropriate for the characters' interests.

- A paladin or good cleric in the party begins to have dreams or visions of a falling infant. The details of these dreams vary, but the central theme is always the same: If the PC does not intervene, the infant will fall into the clutches of some terrible, unnamed evil. The

dreams always leave the character with a strong desire to head in whichever direction the village of Elton lies.

- A wizard who specialize in planar research asks the PCs to investigate the strange light that recently appeared in the sky. She and her colleagues believe the light to be extraplanar in origin. According to their calculations, it appeared directly over the hamlet known as Elton.
- Rumors of a strange orphan who speaks an unknown language reach the characters' ears. Supposedly, the boy fell from the sky (or emerged from the earth—the tales are inconsistent) in the hamlet of Elton. Some believe the boy's appearance portends a coming catastrophe, while others say he is gifted with marvelous supernatural powers and has come for purposes of his own. The description of the boy matches that of a dead friend or relative of one of the characters.

BEGINNING THE ADVENTURE

Fallen Angel is a site-based adventure consisting of one or more free-form encounters in Elton, several keyed encounters in the ogre stronghold where Arithel is being held, and one encounter to be placed at the DM's discretion.

The adventure begins when the characters reach the hamlet of Elton, which occurs on the morning after his kidnapping. The village bears the marks of a recent raid. Read or paraphrase the following aloud when the characters arrive.

> The village before you has obviously been raided, and not very long ago. Some buildings are missing their thatched roofs, and others show signs of the torch as well. Human and half-elven villagers rush to and fro with water and bandages, obviously tending to the injured in the huts that remain intact. In the center of town, several villagers carry what appears to be dried vegetables to a large pot over a cookfire, evidently preparing stew from the town's emergency rations.

The villagers greet the characters in a friendly manner and offer them a place at the community table, though most are preoccupied with their tasks. The injured are the most willing to talk, having been relieved of their normal responsibilities. Read or paraphrase the following when the PCs begin to make inquiries.

> A middle-aged man with a bandaged leg sits on the ground beneath a tree. "Welcome to Elton!" he calls out in a friendly manner. "I'm afraid you've not caught us at our best, strangers. But you're welcome to share with us what still remains. By the look of you, I'd guess you're adventurers. You could find plenty of wrongs to right around here, if you're of such a mind.
>
> "A long time ago, the ogres from those hills over there used to raid Elton pretty regular. But it's been years since that happened. What came last night was . . . different. They looked like some kinda weird cross between ogres and giant bugs.

SCALING THE ADVENTURE

Fallen Angel is designed for a party of four 5th-level characters, but it can easily be modified to present an appropriate challenge for parties of different sizes or levels. Consider adapting the adventure as follows.

Four 3rd- to 4th-Level PCs: Run the adventure as written, but with the following changes.

- Reduce the number of insectile ogres in areas 1 and 3 to one.
- Reduce the number of Large monstrous scorpions in area 2 to two.
- Decrease the attack bonus of the falling block trap in area 4 to +12 and its damage to 4d6.
- Reduce Brath the Lesser's ogre mage level to 7th.

Four 6th- to 7th-Level PCs: Run the adventure as written, but with the following changes.

- Make Brath the Lesser a standard ogre mage (CR 8).
- Add 2 levels of barbarian to each insectile ogre, or substitute a 9th-level ogre mage for one or more of them. Alternatively, replace the insectile template with the gelatinous template (see *Savage Species*, page 116).
- Raise the Search DC of the falling block trap in area 4 to 25.
- Replace the Large monstrous scorpions in encounter 2 with a single Huge monstrous scorpion.

They took supplies and valuables, like normal raiders, but they only carried off one person—Arithel. Our gift of the star. The boy's been the light of the village ever since he came. Don't know what we'll do now that he's gone. He's a good boy."

By talking with this fellow (Burton, the smith) and the rest of the villagers, the characters can acquire the following pieces of information (no check needed).

- Several weeks ago, Arithel fell through a brilliant white hole in the sky on a night that seemed filled with magic. He was young and very weak, and he could not speak Common. The people of Elton took him in.
- Over time, Arithel learned to communicate in Common, though his mastery of it was imperfect.
- A tribe of ogres lives in the hills to the north, but its members haven't troubled the hamlet for many years.

The following information can be obtained, one piece at a time, with the right questions coupled with successful Gather Information checks at the DCs noted.

- **DC 10:** The raiders were accompanied by a blue-skinned ogre wearing strange robes.
- **DC 15:** The creatures kidnapped Arithel were armed with weapons similar to those used by the local ogre tribe. They left in the direction of the ogres' old hill stronghold to the north.
- **DC 15:** Several of the townsfolk can make an effort to replicate the sound of the language Arithel first used. Any PC who speaks Celestial recognizes it as such.
- **DC 20:** Arithel would sometimes sit and wistfully look at the night sky. Whenever a villager would approach him at such a time, he pointed skyward and said in his strange accent, "Home."

When the people of Elton realize that the PCs are interested in the fate of Elton, they eagerly beg them to rescue Arithel. The can offer nothing but their gratitude for his safe return—they had little enough before, and now they have even less. But his kidnappers were well equipped and probably have plenty of ill-gotten gains hoarded in their lair.

If the PCs agree to try to find Arithel, the villagers enthusiastically provide anything they need that is within the means of this small community, including food, water, shelter, and simple tools and weapons.

♛ **Elton (hamlet):** Conventional (Human); AL LG; 100-gp limit; Assets 260 gp; Population 100; Isolated (human 80%, half-elf 11%, halfling 5%, gnome 4%).

Authority Figures: Greel (NG male human Com 3), Mayor of Elton.

Important Characters: Burton (LG male human Com 2), blacksmith; Sherla (CG female half-elf Com 1), healer.

THE OGRES' LAIR

The ogre stronghold is in the hills north of town. The insectile ogres took no pains to hide their tracks, so a PC with the Track feat can trail them back there with a successful Wilderness Lore check (DC 10). If the characters are not confident that they can find the stronghold on their own, Burton agrees to guide them. He accompanies the PCs only until the entrance to the stronghold is in sight, then returns to the village.

All the encounters in this portion of the adventure except one are keyed to the map. Encounter A, in which the characters are confronted by Brath the Lesser, is a timed encounter that should occur after the PCs have fought one or more groups of insectile ogres but before they reach area 6 and free Arithel. The DM should select its placement accordingly. It is presented as a sidebar to keep it separate from the keyed encounters.

The lair contains twenty insectile ogres, though only four of them are involved in the keyed encounters. The DM may allow the PCs to meet others in groups of two as random encounters if desired.

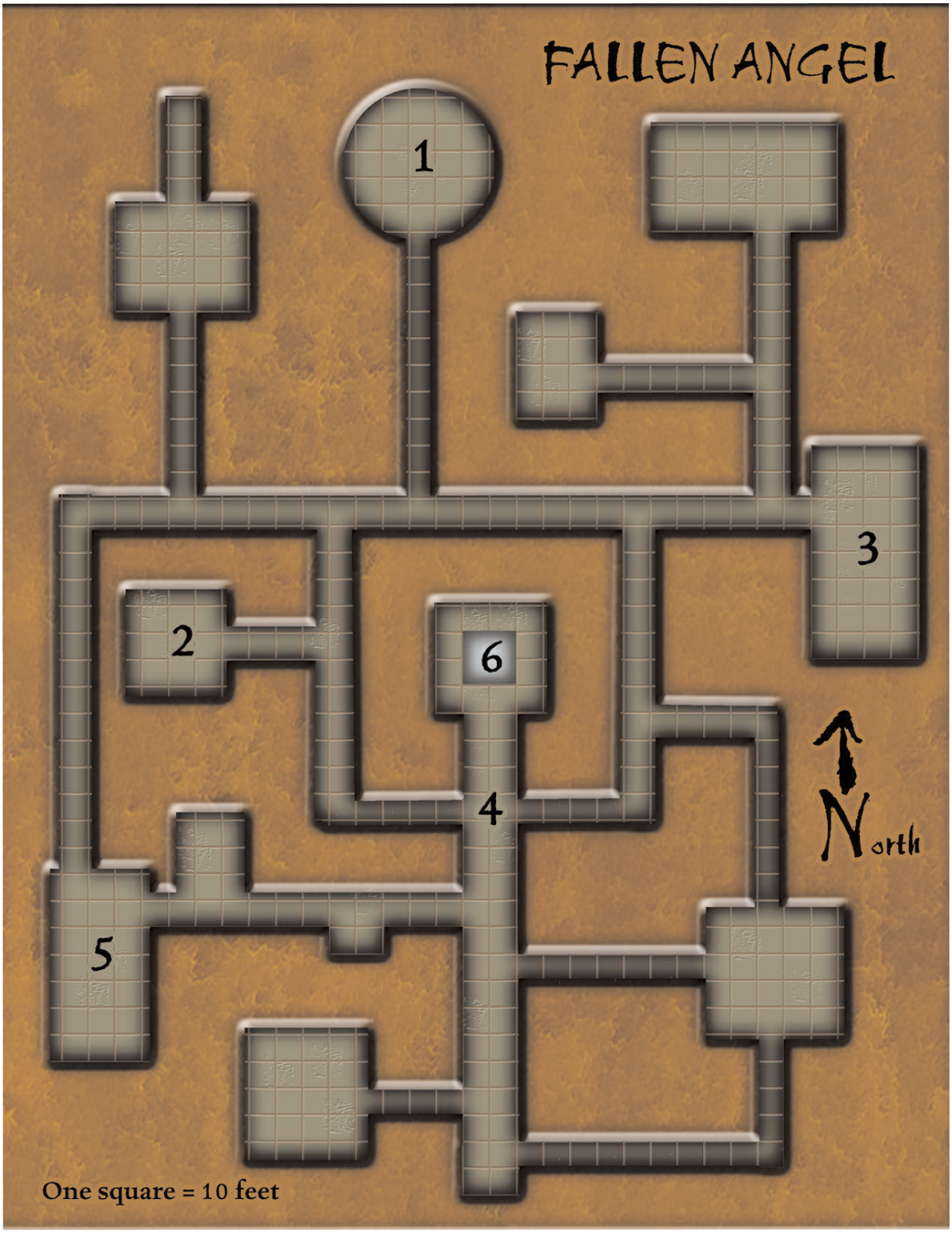
Read or paraphrase the following aloud when the characters come within sight of the ogre lair.

The hillside before you looks like many others in this region. A shadowed cleft between two hills, masked by greenery, matches the townsfolks' description of the entrance to the ogre lair.

AREA 1: INSECTILE OGRE GUARDS (EL 5)

This chamber serves as the entryway to the lair. It is guarded at all times by a pair of insectile ogres, though they take pains to remain hidden so as to surprise intruders. Read or paraphrase the following aloud when the characters enter.

This rectangular chamber has obviously been hewn from the rock of the hill deliberately, though the hands that did it were less than skilled. The floor is damp and sandy, and the walls are made of rough limestone. The ceiling is high, at least 20 feet above the floor, and mostly hidden in shadows. A distant dripping sound is audible, as if water were filtering through the limestone roof and making its way down the walls.


FALLEN ANGEL
1
2
3
4
5
6
North
One square = 10 feet

The two insectile ogres on guard in this chamber are clinging to the ceiling and attempting to hide in the shadows (Hide –6), awaiting an opportune moment to strike. A successful Spot check by any PC reveals the presence of the ogres.

Creatures: Insectile ogres resemble ogres only superficially. Their bodies are covered in chitin, and they have multiple arms and eyes, like insects. Each wears filthy furs similar to those a normal ogre might.

Insectile Ogres (2): CR 3; Large aberration; HD 4d8+8; hp 26; Init +1; Spd 30 ft., climb 30 ft.; AC 20, touch 10, flat-footed 19; Atk +8 (2d6+7, Huge greatclub), or +7 melee (2d6+7/×3, Huge longspear), or +3 ranged (2d6+5/×3, Huge longspear); Face/Reach 5 ft. by 5 ft./10 ft. (20 ft. with longspear); SQ darkvision 60 ft., tremorsense, wide vision; AL CE; SV Fort +6, Ref +2, Will +2; Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +12, Hide –6, Listen +3, Spot +7; Weapon Focus (greatclub).

Tremorsense (Ex): An insectile ogre can automatically sense the location of anything within 60 feet that is in contact with the same surface it is.

Wide Vision (Ex): Because of its multiple eyes and wide angle of vision, an insectile ogre has a +4 racial bonus on Spot checks and cannot be flanked.

Possessions: Hide armor, greatclub, longspear, pouch with two gems (see below).

Tactics: The insectile ogres do not fight together with any organized, coherent strategy. They cling to the ceiling in hopes of surprising the PCs by attacking with their longspears from above. If forced to retreat, the ogres use their climbing abilities to effect the most expedient getaway possible, moving up and across walls to avoid threatened areas.

The tremorsense ability makes it difficult to surprise one of these creatures, and their wide vision prevents them from being flanked. Thus, rogues are likely to have considerable difficulty mounting any sneak attacks against them.

Development: As soon as the PCs enter the complex, insectile ogres farther inside are alerted to their presence by tremorsense. One is dispatched to warn Brath of the arrival of intruders.

Treasure: Each insectile ogre has a pouch containing two gems worth 400 gp each.

AREA 2: GUARDIAN PETS (EL 4)

The insectile ogres have developed a fondness for creatures that sport chitinous shells similar to their own. Thus, they have made pets of a few scorpions that moved into the complex some time ago.

The floor of this chamber is covered with a thick layer of trash, much of it rotting organic material. Like the previous chamber, this one has a high ceiling suitable for passage by large creatures.

Creatures: The insectile ogres have adopted the Large monstrous scorpions that live here as pets. They use the creatures as both guards and garbage disposals.

Large Monstrous Scorpions (3): CR 2, HD 4, hp 26, see *Monster Manual* page 209.

Tactics: The scorpions attack if the PCs enter the room or disturb the garbage. They display no coordinated tactics.

Treasure: A search through the trash (Search DC 12) reveals a *ring of climbing* still attached to a well-gnawed human arm.

AREA 3: THE OGRES' DINING HALL (EL 5)

This chamber serves as the communal eating area for the tribe. Read or paraphrase the following aloud when the characters enter.

This chamber is apparently where the cave denizens gather to take their meals. Numerous bits of animal and plant matter litter the floor, providing a thin covering of rotting detritus.

Creatures: A second pair of insectile ogres is waiting here for the PCs.

Insectile Ogres (2): CR 3; Large aberration; HD 4d8+8; hp 26; Init +1; Spd 30 ft., climb 30 ft.; AC 20, touch 10, flat-footed 19; Atk +8 (2d6+7, Huge greatclub), or +7 melee (2d6+7/×3, Huge longspear), or +3 ranged (2d6+5/×3, Huge longspear); Face/Reach 5 ft. by 5 ft./10 ft. (20 ft. with longspear); SQ darkvision 60 ft., tremorsense, wide vision; AL CE; SV Fort +6, Ref +2, Will +2; Str 21, Dex 12, Con 15, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +12, Hide –6, Listen +3, Spot +7; Weapon Focus (greatclub).

Tremorsense (Ex): An insectile ogre can automatically sense the location of anything within 60 feet that is in contact with the same surface it is.

Wide Vision (Ex): Because of its multiple eyes and wide angle of vision, an insectile ogre has a +4 racial bonus on Spot checks and cannot be flanked.

Possessions: Hide armor, greatclub, longspear.

Tactics: Like their comrades in area 1, these two cling to the ceiling, hoping to take the characters by surprise. They hurl their longspears before attempting to close for melee combat.

Treasure: A careful search of this room (Search DC 15) turns up a set of four silver goblets. Two are broken, tarnished, and worthless, but the other two are in relatively good condition and are worth 800 gp each.

AREA 4: FALLING BLOCK TRAP (EL 5)

This area contains a crude trap, rigged by the insectile ogres according to the instructions of Brath the Greater. Read or paraphrase the following when the characters enter.

> The floor in this chamber is damp but relatively free of litter. It appears that little if any traffic passes through here. The limestone walls are somewhat more rugged than those in the rest of the complex, showing numerous gouges.

Trap: The weight of a character anywhere on the floor of this chamber causes a large section of the ceiling to fall, crushing the hapless intruder. The ogres avoid the trap by climbing across the walls, and Brath the Lesser simply flies through the room when he must traverse it.

A Falling Block Trap: CR 6; mechanical; location trigger; no reset; +15 melee (6d6, stone); multiple targets (all in the chamber); Search (DC 20); Disable Device (DC 25). *Market Price:* 15,000 gp.

AREA 5: BRATH THE LESSER'S CHAMBER

This room serves as Brath the Lesser's bedchamber. It was previously his father's, but the younger Brath appropriated it as soon as his father was gone.

ENCOUNTER A: BRATH THE LESSER

The insectile ogre guards in the front portion of the complex felt the presence of the intruders with their tremorsense and sent a messenger to Brath. Thus forewarned, Brath intends to ensure that the intruders do not reach Arithel, whom he is holding in readiness for the arcane rituals that will extract his tears and blood before his ultimate sacrifice. Brath has been keeping track of the PCs' progress through the cavern complex. If they seem to be making progress against his insectile servants, or if they appear close to rescuing the celestial, Brath attempts to engage them on his own at a place of the DM's choosing. Read or paraphrase the following aloud when they encounter him.

> A voice issues from somewhere ahead, ringing on the limestone walls of the cavern. "Petty creatures!" it shouts. "You have incurred the inestimable anger of Brath the Lesser. Prepare to be destroyed!" Then the hallway goes dark.

Creature: Brath the Lesser is a 9th-level ogre mage (see *Savage Species*, page 190, for the monster level progression of an ogre mage). At this level, he is powerful enough to present a challenge to the party all by himself. In the company of his insectile ogre minions, he could be overwhelming. Fortunately for the party, Brath is young and arrogant and believes he needs no help to defeat such inferior creatures.

Brath the Lesser: Male 9th-level ogre mage; CR 5; Medium-size giant; HD 4d8+8; hp 30; Init +4; Spd 30 ft., fly 40 ft. (good); AC 18, touch 10, flat-footed 18; Atk +7 melee (2d8+3/19–20, Huge greatsword); SA spell-like abilities; SQ darkvision 60 ft., flight, regeneration 1, SR 15; AL LE; SV Fort +6, Ref +1, Will +3; Str 17, Dex 10, Con 15, Int 12, Wis 14, Cha 15.

Skills and Feats: Concentration +7, Listen +5, Spellcraft +5, Spot +5; Improved Initiative, Weapon Focus (greatsword).

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person, cone of cold, gaseous form, polymorph self, sleep*. Caster level 8th; save DC 12 + spell level.

Flight (Ex): Brath the Lesser can cease or resume flight as a free action. While in *gaseous form*, he can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Brath the Lesser takes normal damage from fire and acid. If he loses a limb or body part, he can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If his head or other vital organ is severed, it must be reattached within 10 minutes or he dies. Brath cannot regrow lost body parts.

Possessions: Greatsword, chain shirt, 1,000 pp (in strongbox).

Tactics: Brath begins the battle invisibly and uses his *darkness* ability to confuse the PCs further. He then makes use of his *charm* and *sleep* abilities to undermine their offensive capabilities. He keeps his *cone of cold* in reserve until he is confident that he can catch more than one PC in its area of effect. If the situation seems to warrant it, Brath uses his *polymorph self* ability to assume the form of a young celestial, hoping that this ruse might cause the PCs to lower their guard momentarily.

This room has considerably more amenities than the other chambers in this complex, though they are in no better condition. Moth-eaten tapestries cover the walls, and shelves bowed from age and moisture line the walls. On the shelves are a variety of books. A sleeping pallet lies in one corner, and a table and chair in another.

If the PCs have not yet encountered Brath the Lesser, he is here. Refer to Encounter A, in the sidebar.

Treasure: Next to the pallet on which Brath sleeps is a strongbox (Open Lock DC 15, hardness 10, hp 30). It contains 1,000 pp.

The shelves contain books of interest to arcane spellcasters. Because they are rather moldy, they fetch only a total of 200 gp.

AREA 6: ARILETH THE CELESTIAL

If the PCs manage to fight their way to the chamber where Arileth is being held, they face no further resistance. Read or paraphrase the following aloud when they enter his prison.

A beautiful, forlorn-looking young man is chained to the floor of this chamber. Numerous bloody stripes across his chest and back indicate that he has been flogged. His eyes are clear, blue, and full of an anger that could only be described as righteous.

Creature: This young man is Arithel, the celestial the PCs have come to rescue. He is a 1st-level trumpet archon (see *Savage Species*, page 200, for the monster level progression for a trumpet archon). At this point in his development, he has few of the trumpet archon's special abilities. He has not yet obtained a trumpet, and his wings have not sprouted. He is completely incapable of mounting a defense against Brath and his insectile ogres, and he is alive only because it suits Brath's purpose to keep him so.

Arithel is aware of his celestial nature, but he has only vague memories of the plane from which he was ejected. He is willing to converse at length with the PCs if they wish. During such a conversation, he reveals that he has no idea why he is here, though he is sure it serves some great plan. He does not know how to get back to his home plane, so he has accepted his role as a member of the community of Elton.

Arithel: Male 1st-level trumpet archon; CR 1; Medium-size outsider (Good, Lawful); HD 1d8; hp 4; Init +4; Spd 40 ft.; AC 12, touch 10, flat-footed 12; Atk +2 melee (1d3+1, unarmed strike); SQ darkvision 60 ft., electricity resistance 5, outsider traits; AL N; SV Fort +2, Ref +2, Will +2; Str 12, Dex 11, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Concentration +4, Hide +4, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (the planes) +5, Listen +4, Move Silently +4, Sense Motive +4, Spot +4; Improved Initiative.

Outsider Traits: Arithel cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Tactics: The fact that the celestial is no match for the inhabitants of the complex does not mean that he is unwilling or unable to combat Brath and his minions. Indeed, the events of the past few days have made Arithel painfully aware of the threat that the insectile ogres and their leader pose to the nearby community, and he is ready to sacrifice his own life, if need be, to eradicate that threat. In fact, he is half-convinced that he has been sent here to test his willingness to make such a sacrifice on behalf of others. Thus, if confronted by Brath or any of his minions once the PCs have released him, Arithel charges them with nearly suicidal abandon. This action may force the PCs to save him all over again.

Chains: The heavy chains that keep Arithel prisoner are locked, but the locks can be picked or broken with relative ease (Open Lock DC 15, hardness 10, hp 10).

Development: If any of the insectile ogres remain alive, Arithel insists that they be destroyed before the party leaves the complex. During his brief captivity, he observed that the creatures have a highly industrious nature, and they value achievement. They therefore pose a significant threat to the nearby human communities. He knows that only the force of personality that Brath the Greater and his son displayed and the strength of their magic has kept these horrible monsters in check thus far. Without their strong rule, the ogres are certain to swarm out of the hills onto the unprepared hamlet of Elton like a plague, devouring anything they can get their claws into. Once that region is depleted, the insectile ogres will simply move on despoil another area.

Arithel is brave and young, but he is not completely foolhardy. He is willing to listen to any good PC who makes a convincing case for postponing their attack on the monsters until the forces of good stand a better chance of emerging victorious. He does, however, insist on the characters' promise to return and clean out the caverns at the earliest possible time. If assured (via a successful Diplomacy or Charisma check) that

the threat of the insectile ogres will be dealt with expediently, he willingly returns to Elton with the PCs.

CONTINUING THE ADVENTURE

Should Brath the Lesser escape, he bears a grudge against the PCs for the rest of his life. He could easily reappear later in the campaign as a full-grown ogre mage with a burning desire for vengeance.

Once Arithel is freed, his guardian, a full-grown trumpet archon (CR 14, *Monster Manual* page 30) may come to collect him. This celestial may or may not be Arithel's actual parent, but he is clearly responsible for the young celestial's welfare. He thanks the PCs for rescuing the lad and explains that he has been searching the planes for him ever since he vanished in the planar anomaly. Arithel is glad to discover that his presence on the Material Plane was not a punishment and hopes that it was of some benefit to those who befriended him. The adult archon may also present the PCs with another quest that forwards the cause of law and goodness, at the DM's option. He does not offer any material reward to the PCs for the boy's safe return, but he does smile and say that one good turn deserves another, and that someone in heaven will be watching over them.

Finally, the events of this adventure may not constitute the only fallout from the planar anomaly. Unusual creatures, altered by the planar energies, might appear around the countryside, either for good or ill. *Savage Species* is full of material that the DM can use to alter familiar creatures, turning them into new and different threats. Perhaps an umbral bugbear is even now stalking Elton.

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